

FIG. 1

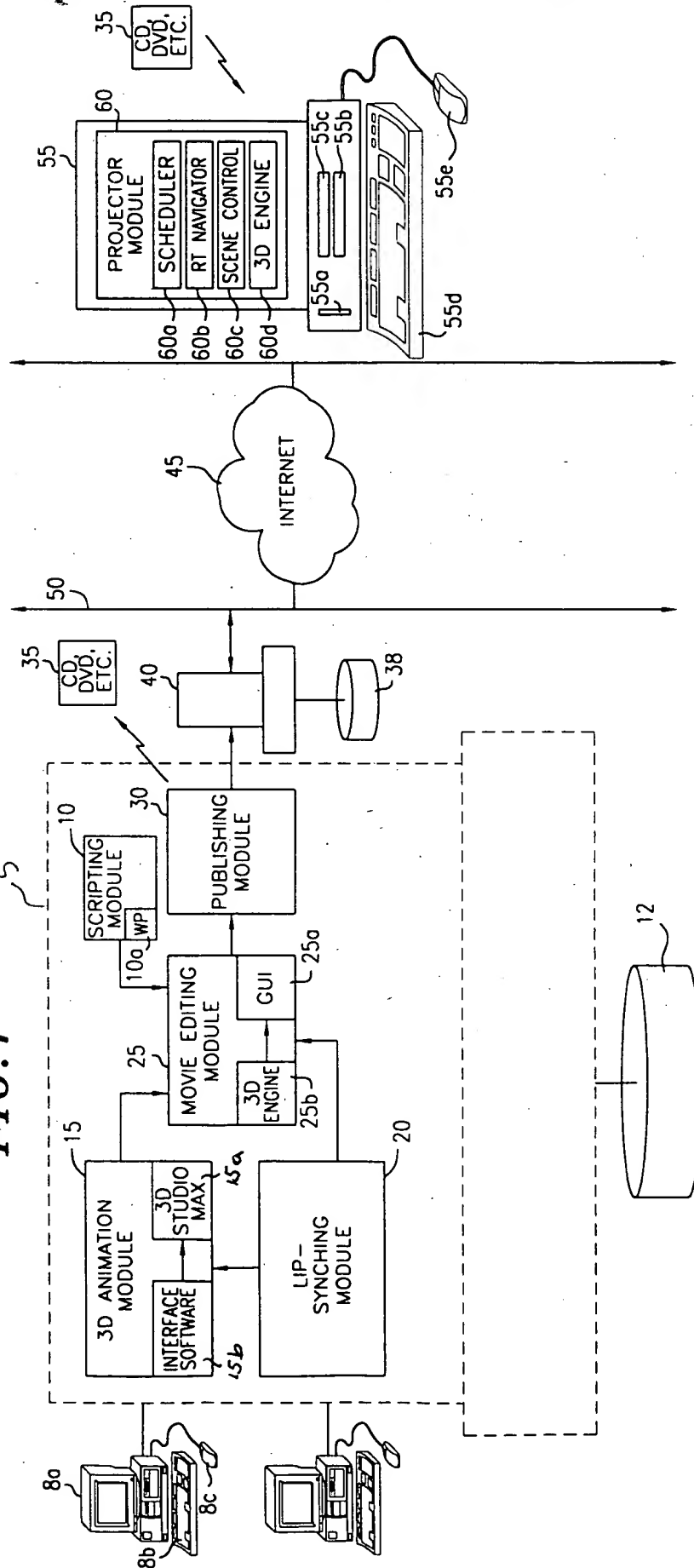


FIG. 2

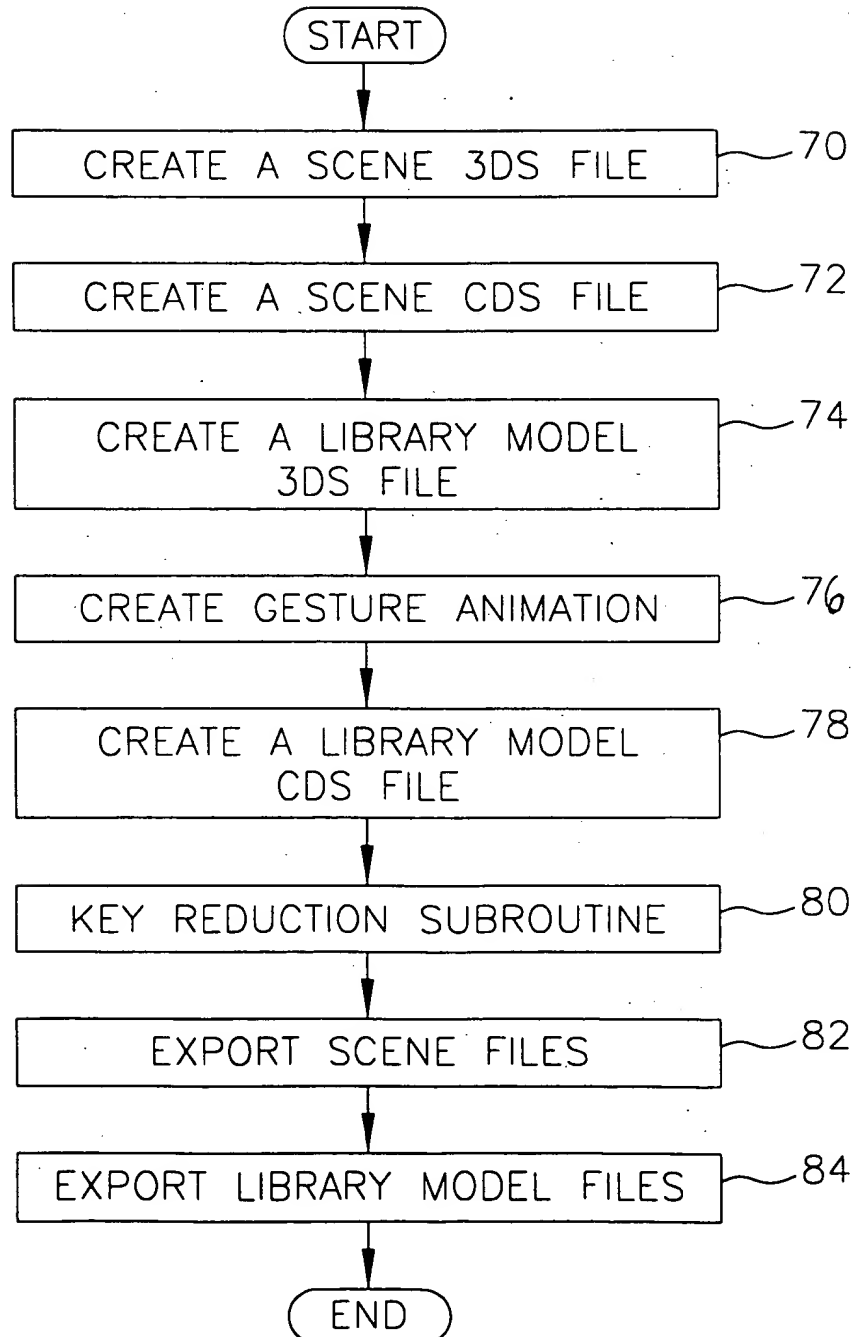


FIG. 3A is a block diagram of a system for managing animation channels and gesture tags. The system includes a main menu 140 with fields for NAME (POPEYE) and ROOT MODE (PE-AB-OO). Below the main menu is a section for ANIMATION CHANNELS 146, which contains a list of channels: LIPSYNC, EMOTION, and RIGHT-HAND. To the right of the animation channels is a section for GESTURE TAGS 148, which contains a table with columns TAG, START, and END. The table lists two tags: SAD (START 10, END 11) and HAPPY (START 12, END 13). Below the gesture tags is a section for editing tags, including ADD TAG, EDIT TAG, and DELETE TAG. The system also includes a section for TYPE 144, which contains radio buttons for ACTOR, PROPS, and SET, and a SAVE button. The diagram is labeled FIG. 3A.

NAME: 140

ROOT MODE: 142

TYPE 144

☒ ACTOR ☐ PROPS ☐ SET 144a

SAVE 149

ANIMATION CHANNELS

146

LIPSYNC
EMOTION
RIGHT-HAND

146a

146c

146b

ADD CHANNEL

EDIT CHANNEL

DELETE CHANNEL

GESTURE TAGS

148a

TAG	START	END
SAD	10	11
HAPPY	12	13

148c

148

148d

148e

148f

ADD TAG

EDIT TAG

DELETE TAG

FIG. 3A

FIG.3B

MASTER ACTOR POPEYE

ROOT: PE-AB-00
ANIMATION

CHANNEL LIPSYNC

LIP 1	1
LIP 2	2
LIP 3	3
LIP 4	4

CHANNEL EMOTION

SAD	10-11
HAPPY	12-13

CHANNEL RIGHT-HAND

FIST-OPEN	14
FIST-CLOSED	14-15

EXPORT TO:

.53d

150

152a FILES TO EXPORT	152b EXPORTED STATUS
101.3DS	SUSSESSFUL
101.CDS	SUCCESSFUL
POPEYE.3DS	SUCCESSFUL
POPEYE.CDS	SUCCESSFUL

154
ADD FILES

156
REMOVE FILES

158
EXPORT

152

FIG.4

SUPERMAN ~205
 L MODELS ~206
 L ACTORS ~208
 L SUPERMAN ~210a
 L SUPER.S3D ~211c
 L SUPER.3DS ~211a
 L SUPER.CDS ~211b
 L IMAGE
 L LOIS ~210b
 L LOIS.S3D
 L LOIS.3DS
 L LOIS.CDS
 L IMAGE
 L SCENES ~209
 L SCENE 101 ~212a
 L 101-1a.S3D ~213c
 L 101-1a.3DS ~213a
 L 101-1a.CDS ~213b
 L 101-1b.S3D
 L 101-1b.3DS
 L 101-1b.CDS
 L 101.MES ~214
 L 101.PLS ~215
 L SCENE 102 ~212b
 L SOUND ~207

FIG.5

KEY REDUCTION

POS/SCALE	THRESHOLD	<input type="text" value="4.0"/>	%
ROT.	THRESHOLD	<input type="text" value="0.15"/>	

FIG. 6

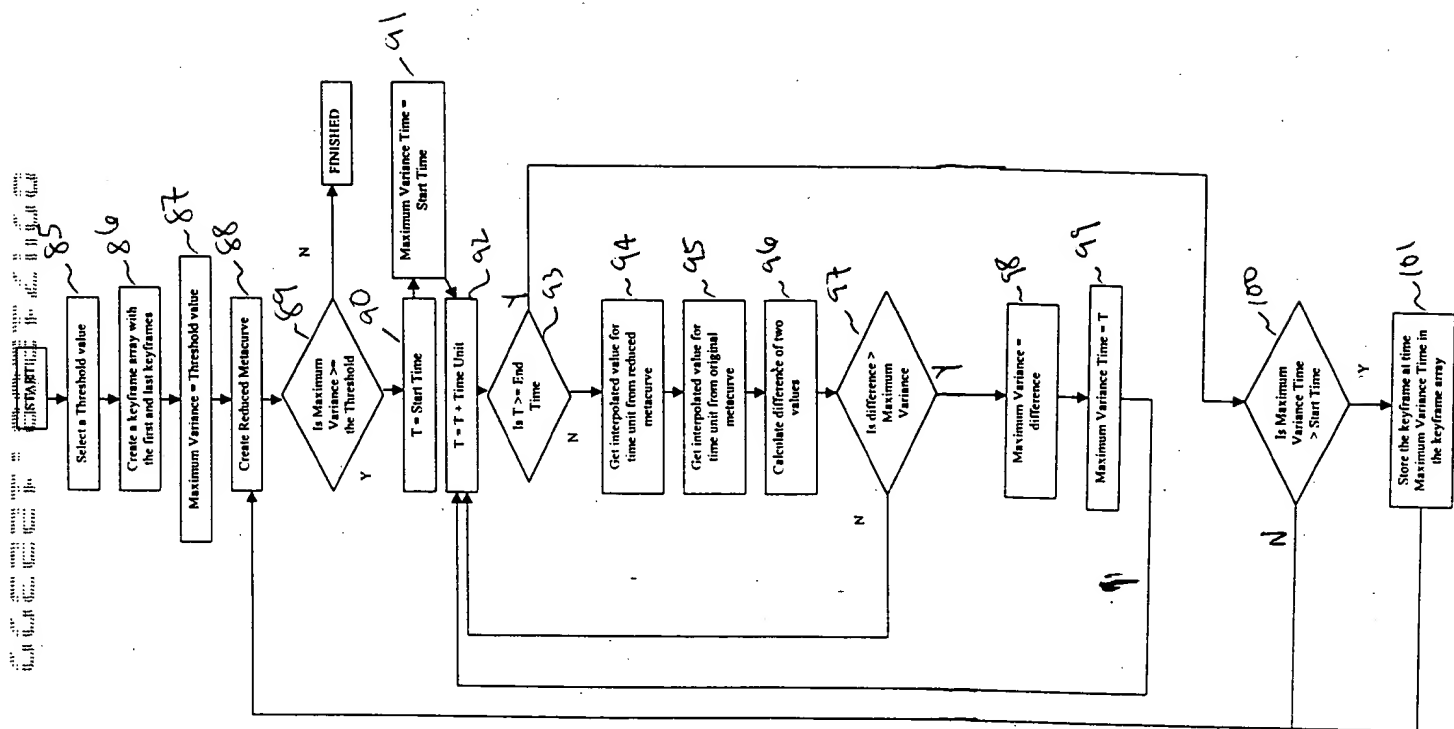
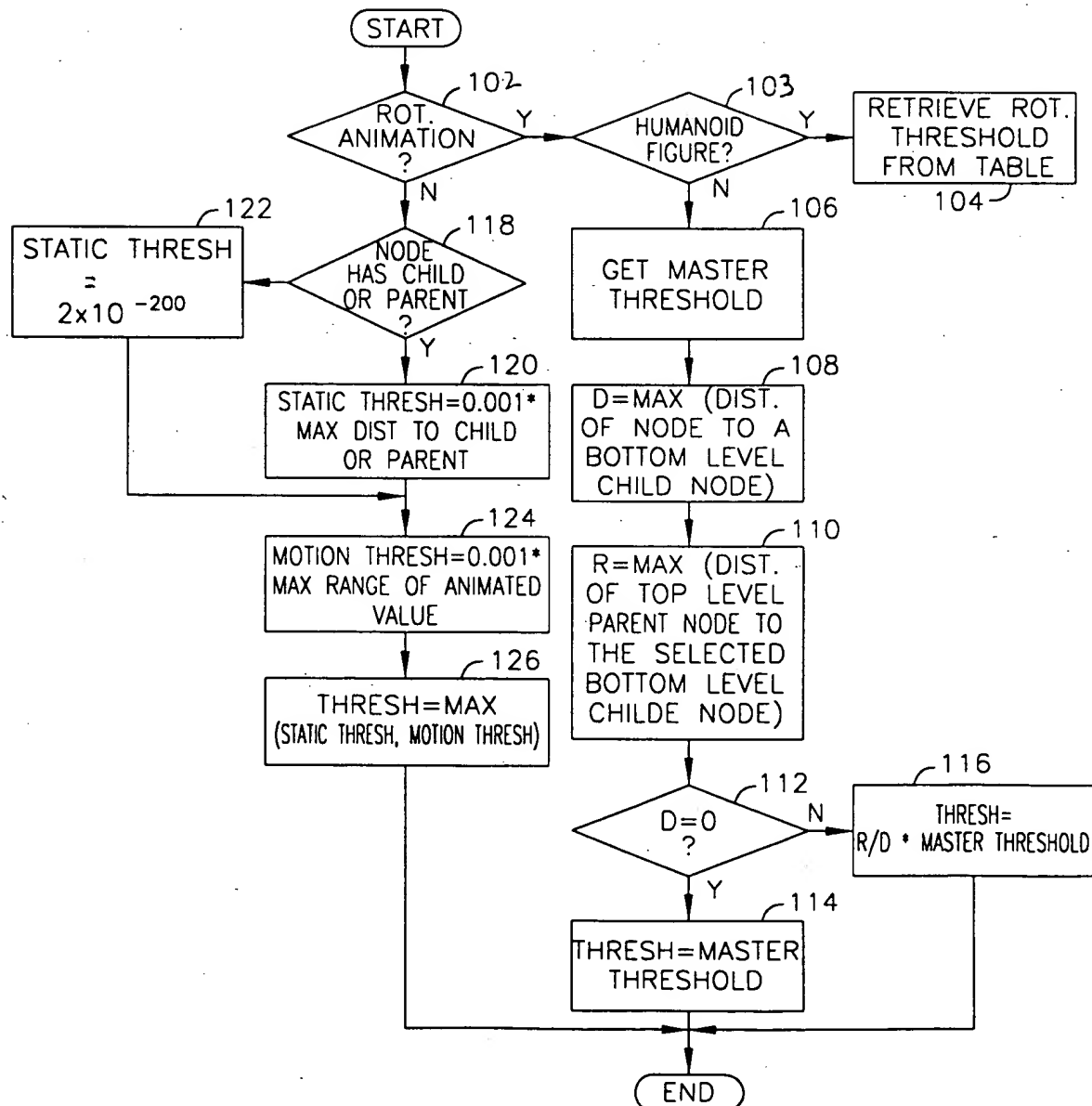


Fig. 7

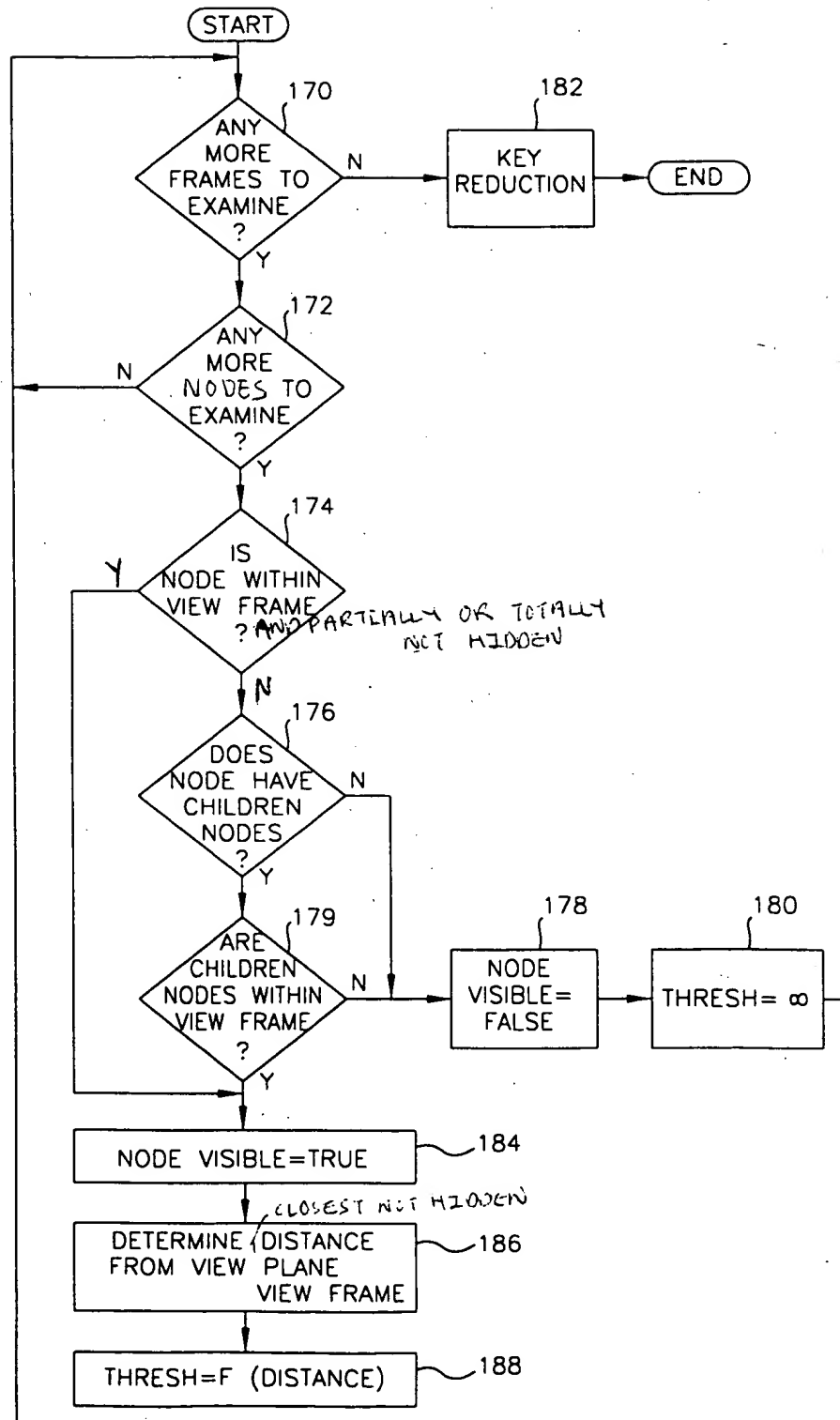
FIG. 8



130a NODE NAME	130b THRESHOLD (DEGREES)
HEAD	1.0
TRUNK	0.9
THIGH	0.5
CALF	0.1
•	
•	
•	
•	

FIG. 9

FIG. 10



190a	190b	190c	190e	190d	190f
FRAME	TIME	WIDE WAVE	THRESHOLD VALUE		
			ROT.	POS./SCALE	
1	0.04	SUPER-HEAD	0.9	0.5	
1	0.04	SUPER-TRUNK	0.8	0.5	
2	0.08	LOIS-HEAD	0.9	0.6	
2	0.08	LOIS-HEAD	∞	∞	
2	0.08	LOIS-LEG-LEFT	∞	∞	
		LOIS-LEG-RIGHT			

FIG. 11

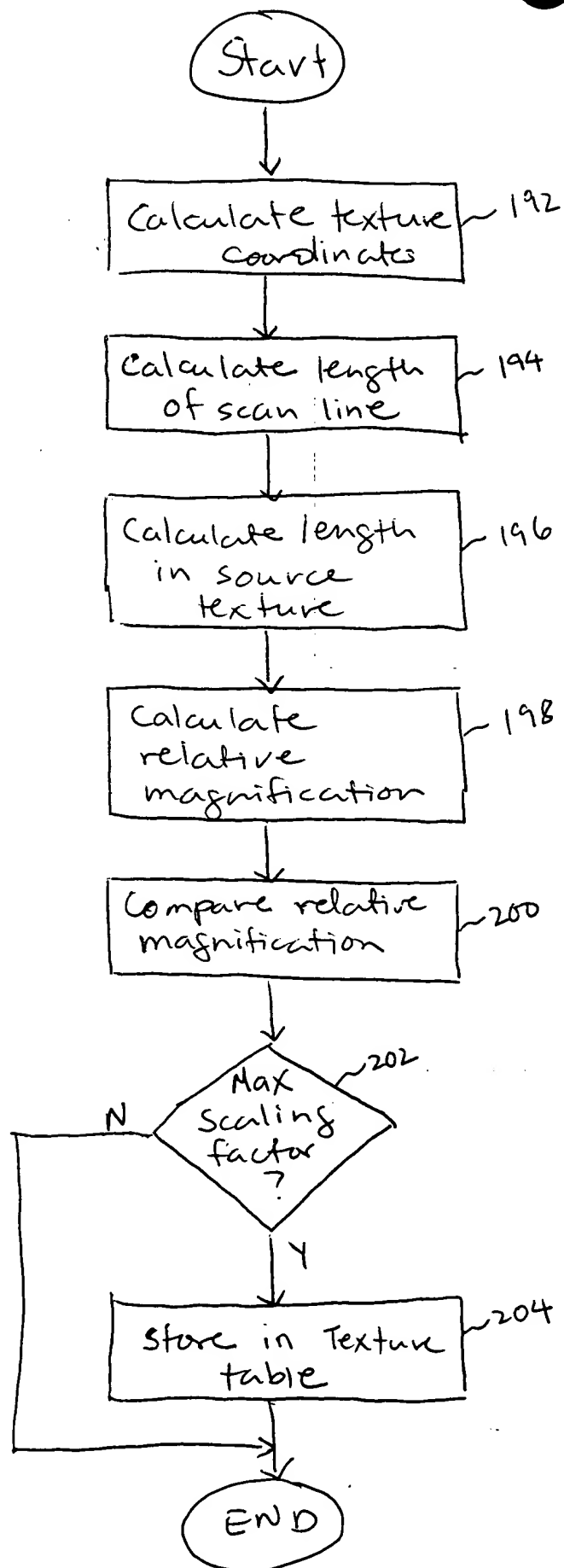
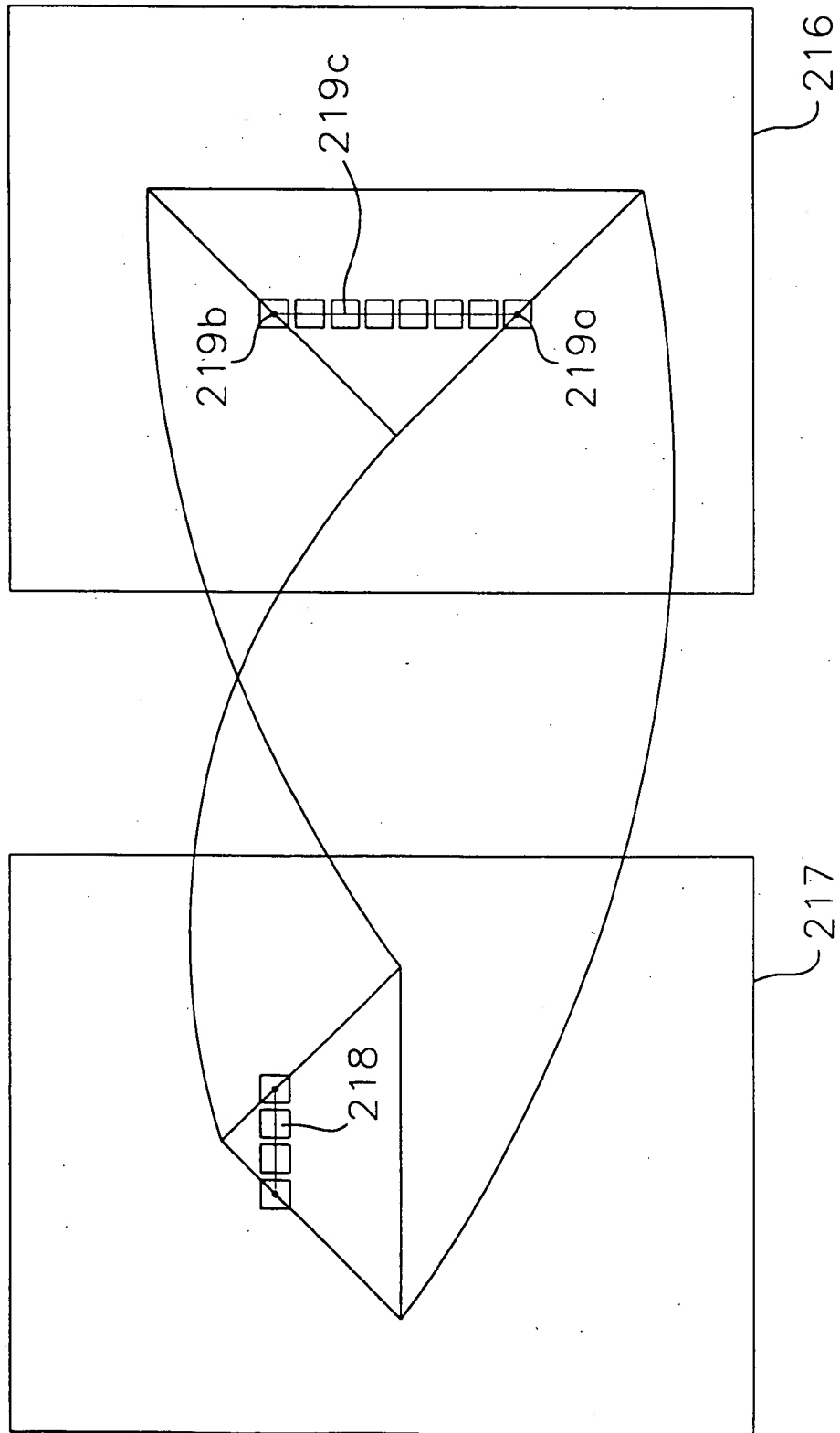


Fig. 12

FIG. 13



TARGET MACHINE

200a	<input checked="" type="checkbox"/>	DISPLAY IN SOFTWARE
200b	<input checked="" type="checkbox"/>	DISPLAY IN HARDWARE
200c	<input type="checkbox"/>	DISPLAY ON BASE PC
200d	<input type="checkbox"/>	DISPLAY ON PII/266
200e	<input checked="" type="checkbox"/>	DISPLAY ON KATMAI
200f	<input type="checkbox"/>	VIDEO OUTPUT ONLY
200g	<input checked="" type="checkbox"/>	DISPLAY WHEN 'G' RATED
200h	<input checked="" type="checkbox"/>	DISPLAY WHEN 'M' RATED
200i	<input checked="" type="checkbox"/>	DISPLAY WHEN 'R' RATED

200

202
APPLY TO SELECTION

204
MAKE SELECTED OBJECTS INTO
SCALABILITY ALTERNATIVES FOR
ANOTHER OBJECT

FIG. 14

TYPE OF BUILD	BUILD DIRECTORY
<input type="radio"/> CD ~ 220	<input type="text" value="BUILD/SUPER"/> ▼ ~ 222
<input type="radio"/> INTERNET ~ 221	
SCALABILITY FACTORS	
<input type="radio"/> SOFTWARE	<input type="radio"/> 'G' RATED
<input type="radio"/> HARDWARE	<input type="radio"/> 'M' RATED
<input type="radio"/> BASE PC ~ 214b	<input type="radio"/> 'R' RATED
<input type="radio"/> PII/266	} ~ 223
<input type="radio"/> KATMAI	
<input type="radio"/> VIDEO ~ 214a	
SOUND TRACKS	
<input type="radio"/> ENGLISH	<input type="radio"/> GERMAN
<input type="radio"/> JAPANESE	<input type="radio"/> ITALIAN
<input type="radio"/> FRENCH	<input type="radio"/> SPANISH
} ~ 224	
<input type="button" value="NEXT"/>	

FIG. 15A

SOUND COMPRESSION

☐ VOXWARE 11K MONO

☐ VOXWARE 22K MONO

☐ VOXWARE 22K STEREO

225

GRAPHICS COMPRESSION

☐ JPEG MEDIUM

☐ JPEG HIGH

226

SELECT SCENES ▼ 227

FIG. 15B

BANDWIDTH

☐ 2Kbps

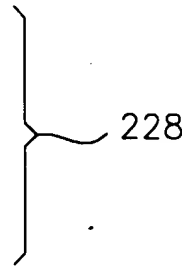
☐ 3Kbps

☐ 4Kbps

•

•

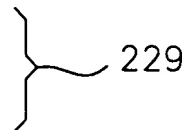
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FILES TO STREAM

☐ SOUND

☐ ANIMATION



END 230

FIG. 15C

Fig. 16A

Name	Location	Type	Version	Compressed Size	Size	Offset
Super.S3D	1	7	1	150K	200K	450K
Scene101.S3D	1	7	1	20K	30K	670K

Fig. 16B

Name	Location	Type	Version	Size	Stream Number	Stream File Index
Scene101.S3D_STREAM	5	7	1	100K	0	0
Hello.WAV	5	2	1	300K	1	0

Fig. 16C

Name	Location	Type	Version	Size	Start Time	Extra Size	Extra Pos
Scene101.dat	7	12	1	350K	-10	50K	800K

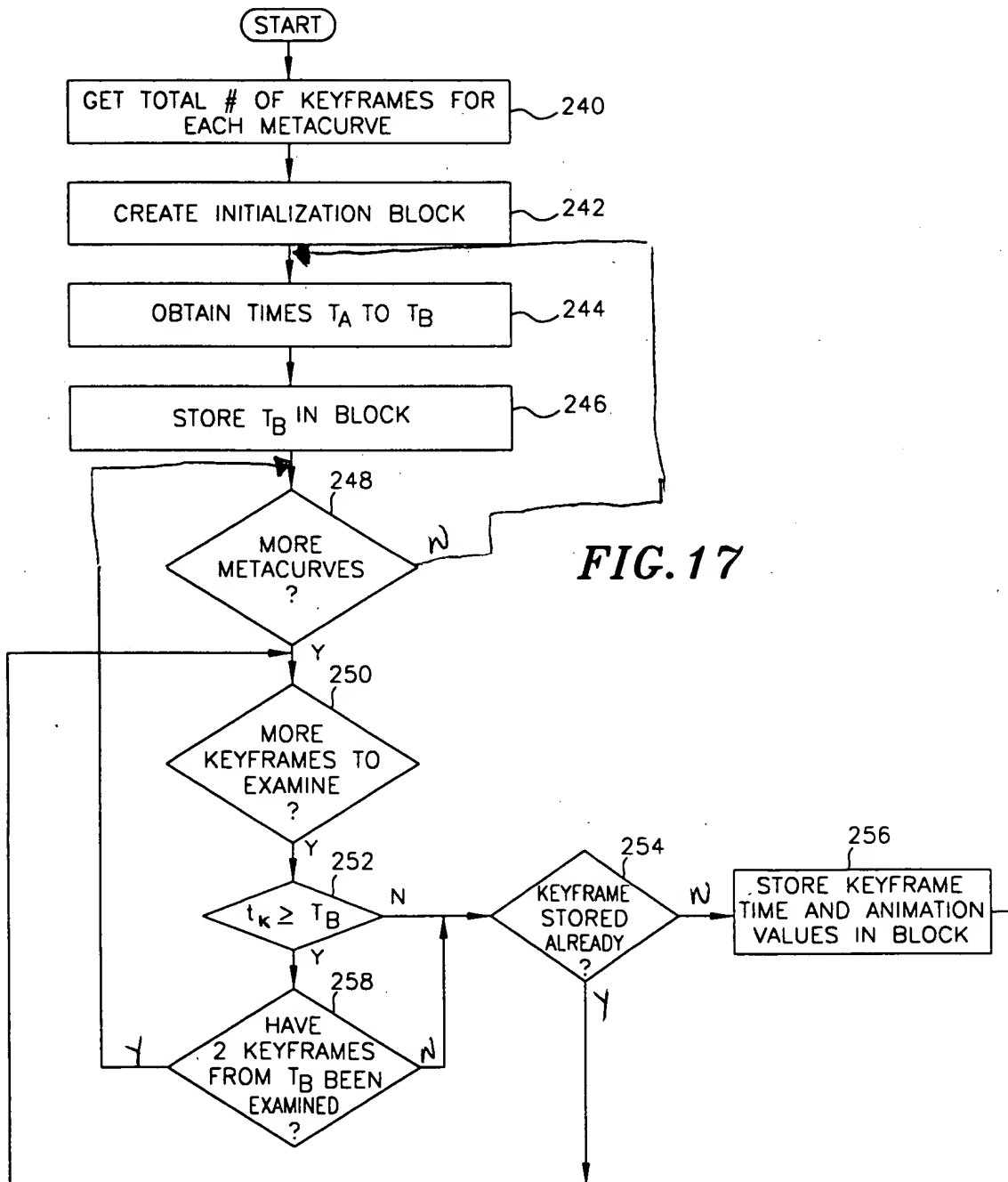


FIG. 17

FIG. 18

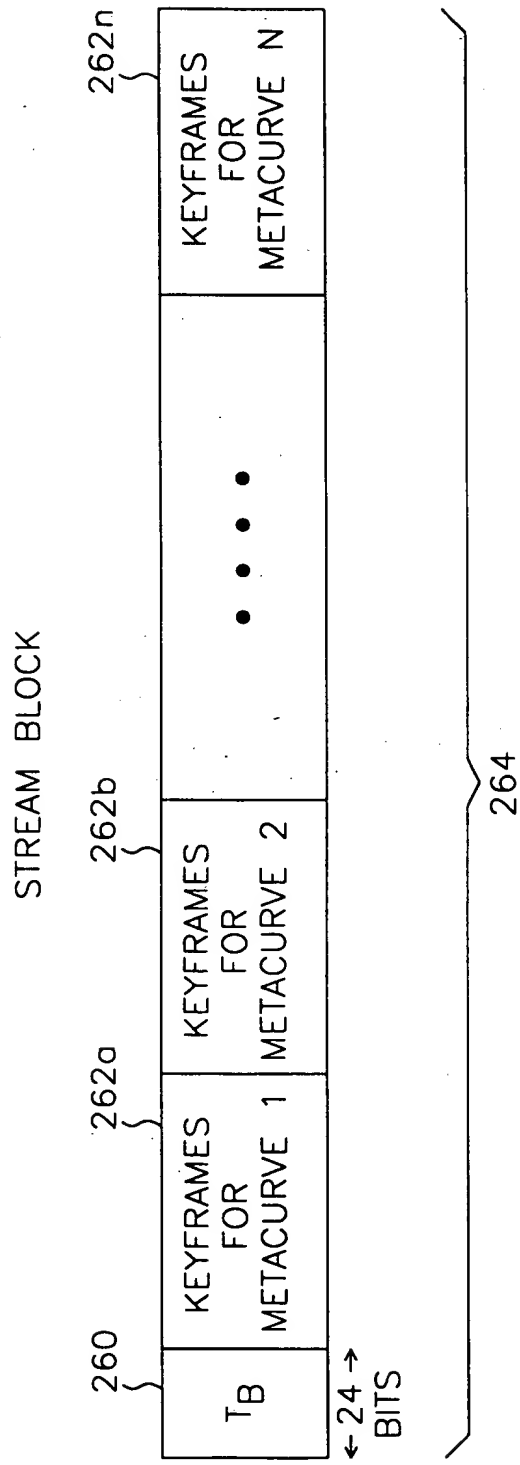
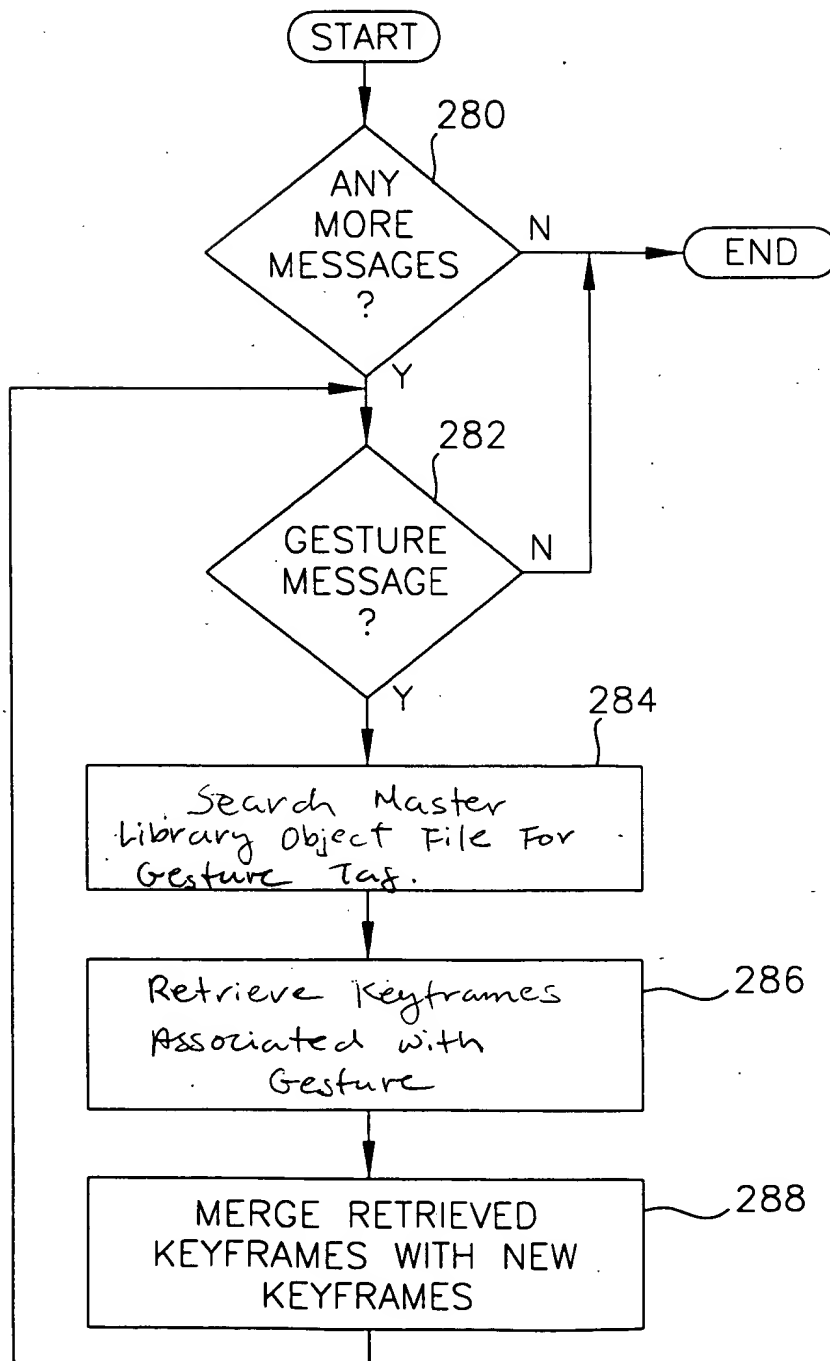


FIG. 19



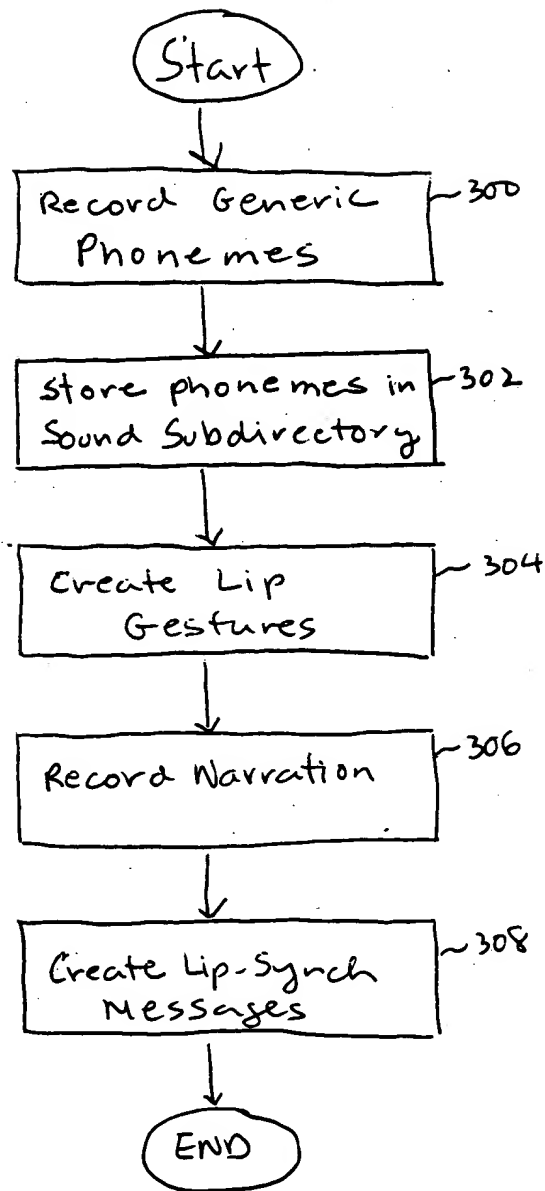


Fig. 20